Sonic Studio

soundBlade™
world-standard mastering workstations

Quick Start Guide

This quick start tutorial is intended to acquaint you with the basic operation of soundBlade LE. The goal of this document is to 1) step you through importing songs into the system, 2) help you to understand the general concepts of editing, and 3) create a final master as either a DDP Image, CD-R or securePlayer application.

Common Conventions Used In soundBlade

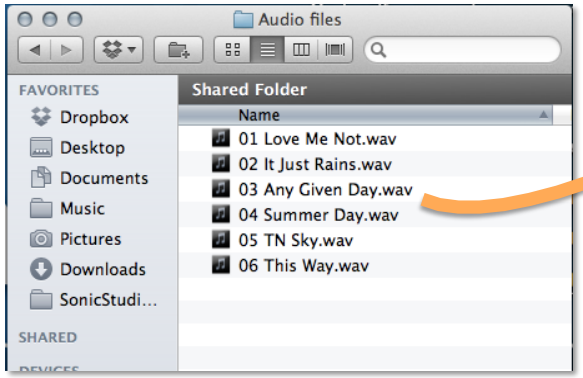
- **Space-bar**: Start and stop playback
- "**E**": Zooms out to show the entire project
- **CMD-A**: Select all
- **CMD-D**: Deselect all
- Click anywhere in a track to place the **Edit Point**
- **Playback** always starts and stops from the Edit Point location
- A **Segment** is any audio that has an IN and OUT fade
- **Select** a segment: Click on the name bar over the waveform
- **Move** a segment: Make sure segment is selected, then click-drag the solid yellow bar directly above the waveform.

Step 1: Importing Sound Files

- Drag your group of mixes from the Finder into the top track in your EDL. *Fig. 1*
- Press the "**E**" key to show the 'entire' group of tracks after they appear in the EDL. *Fig 2*.

  Note: Once in the EDL, a sound is referred to as a "Segment"

  Note: A segment **always** has a fade-in and a fade-out represented by a black line on either side of the segment. The default fade time is so short you can't hear it.



Mac Finder

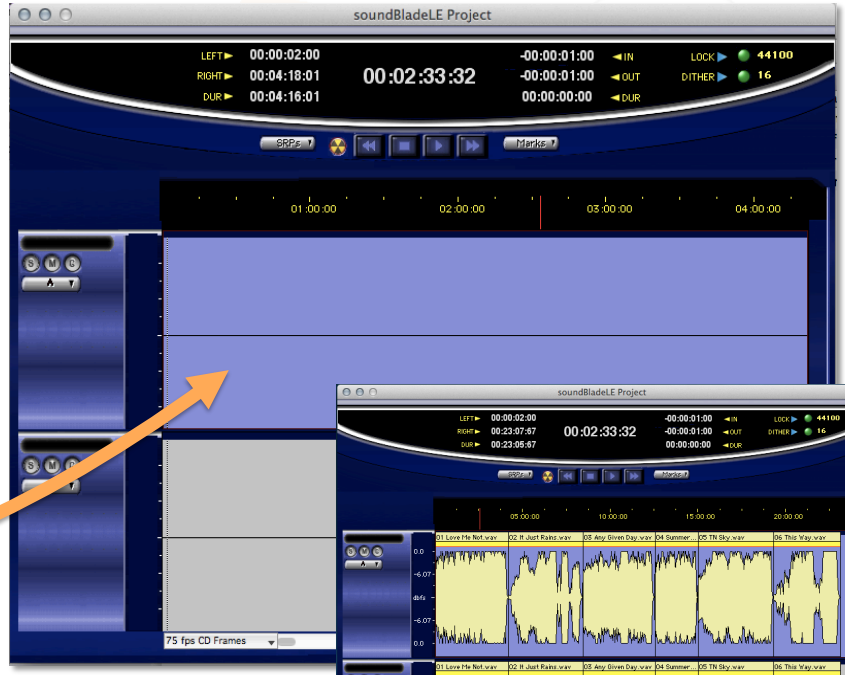


Fig. 1

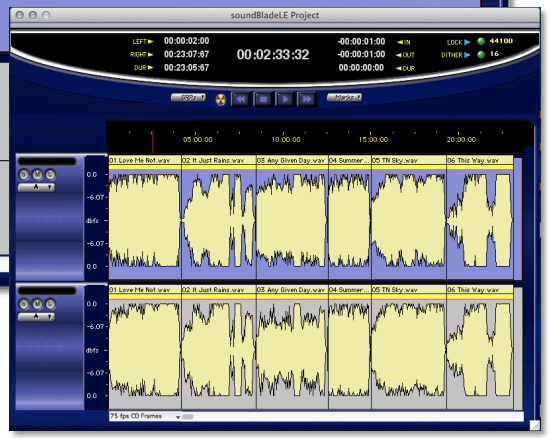


Fig. 2

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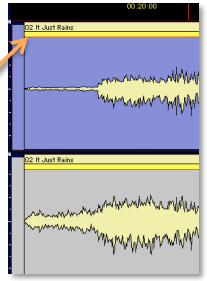
Getting Around A Sound File

SELECTING SEGMENTS

- A **selected** segment is yellow. Notice there's a yellow directly above the waveform. You can click and drag that bar to move the segment around on the timeline.

  *Note: If the segment is selected, playback will start at the beginning of the segment when you press **Space-bar**.*

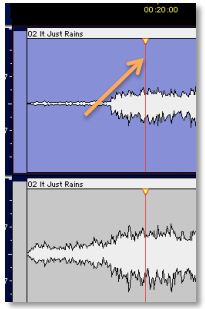


Click the title bar of the Segment to select the Segment

THE EDIT POINT

- Click anywhere in timeline and the **Edit Point** will appear where you clicked.
- Playback starts from the Edit Point position.
- Click anywhere in the waveform you'd like to hear, and press the **Space-bar** to start playback. Press Space-bar again to stop.

  Note: You'll notice the segment turns white when the Edit Pointer is visible.



Click anywhere in the timeline to show the Edit Point

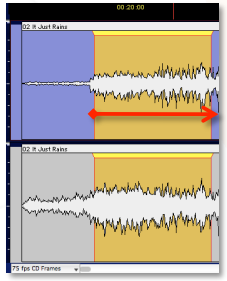
SELECTING SOUND AND ZOOMING IN/OUT

- **Click-drag** on the waveform to highlight a section. You can adjust the size of the selection by holding the **Shift** key and click-dragging the beginning or end of the selection.

  *Note: if you hit **Delete** it will edit-out the selected sound. **Don't do that for this tutorial.***

  *Note: Hit **CMD-G** to zoom into the selection.*

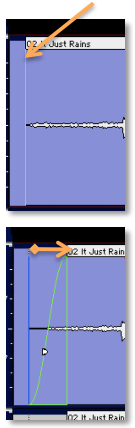
  *Note: You can also use the **Up and Down arrows** on your keyboard to zoom in and out.*



Click-drag the Edit Point to highlight sound.

EDITING FADES IN / OUT

- The line at the beginning or end of a Segment is a very short fade.
- Move your mouse over the IN fade. Notice the fade will turn green; OUT fades turn red.
- **Click-hold-drag** the middle of the fade to move its position in the timeline. Use this move to eliminate silence at the beginning or end of a song.
- **Click-drag** the top of the fade to create a longer fade time.



Click-drag the middle of the fade to move it. Click-drag the top or bottom of the fade to extend it.

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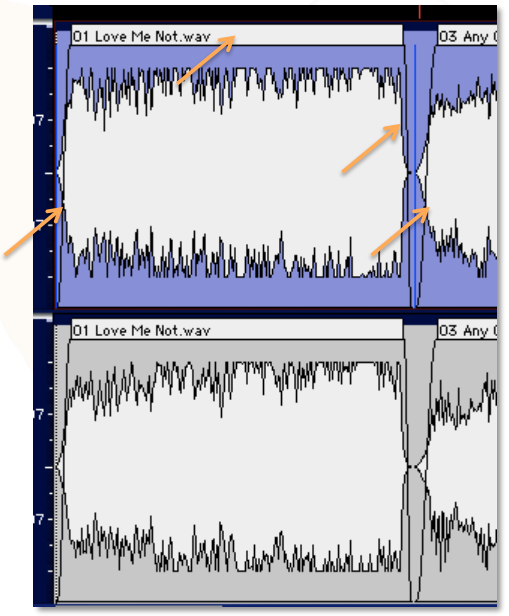
Step 2: Adjust The Start and End Fades

- Adjust the beginning and end fades on each segment so they are they way you want them to sound. Remember to click anywhere on the timeline to bring the Edit Pointer to that location; then hit **Space-bar** to start and stop playback to audition the fades.
- If two songs are too close together it can sometimes make it hard adjust a fade. If that happens, simply **single-click** on the white bar that shows the name of the song to select the entire segment. You'll notice the waveform will turn yellow and a yellow bar appear just below the title bar. **Click-drag** the yellow bar to move the selected segment out of the way.
- Don't worry about the final position of the songs yet. Just adjust the fades for now.
- Move on to the next step when you're finished.



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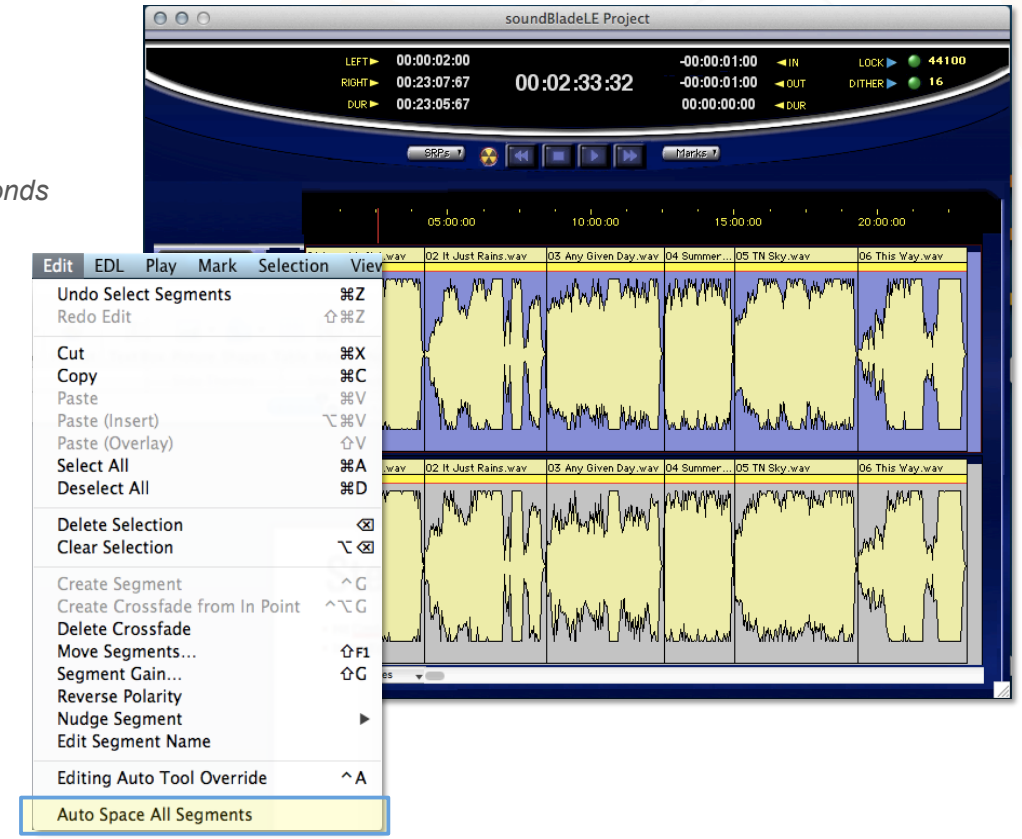
Step 3: Auto Space The Songs

- Hit **Cmd-A** to select all the segments.
- In the Edit Menu, choose **Auto Space All Segments**.

Note: The auto space command moves all the selected segments so that they are two seconds apart. Two seconds is the standard interval for CD spacing.



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Step 4: Add PQ Codes

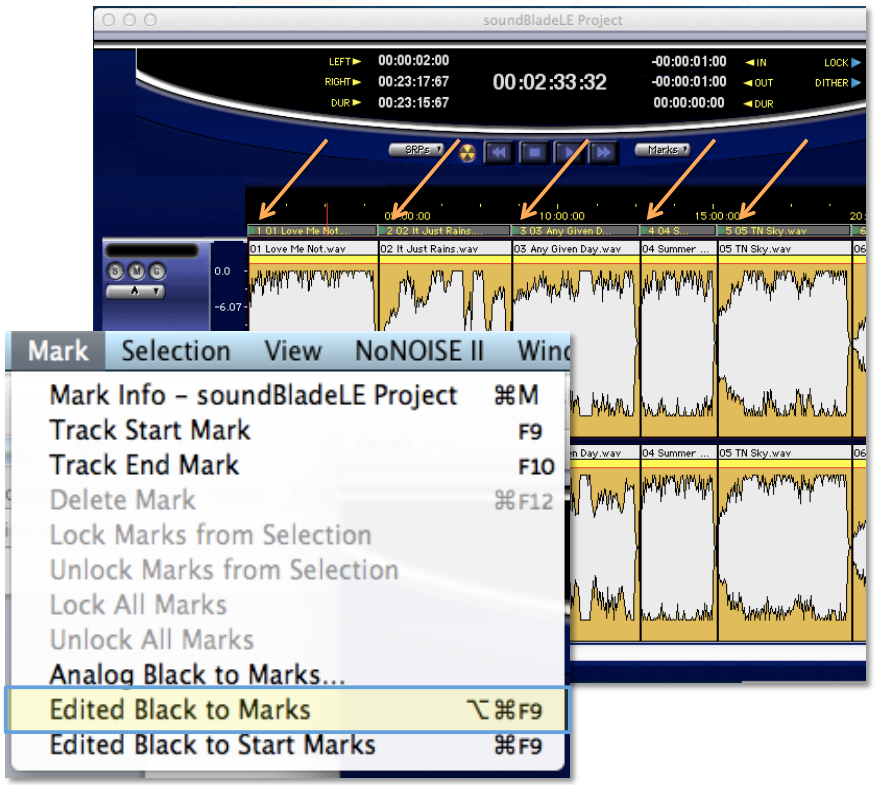
- Hit **Cmd-A** to select all the segments.
- In the Mark Menu, choose **Edited Black to Marks**. This will automatically put P and Q codes on your segments.

Notes:

A CD player uses PQ codes to identify where a songs begin and end. The player also uses them when skipping between songs on your disc.

The term "Edited Black" means digital silence, or the absence of a segment. "Analog Black" means recorded silence, or a segment that has silence in it.

The Edited Black to Marks function looks for the digital silence spaces you put in when you Auto Spaced the Segments and then places P and Q code marks at the start and end of each of the songs.



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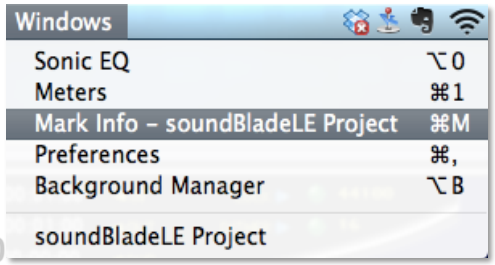
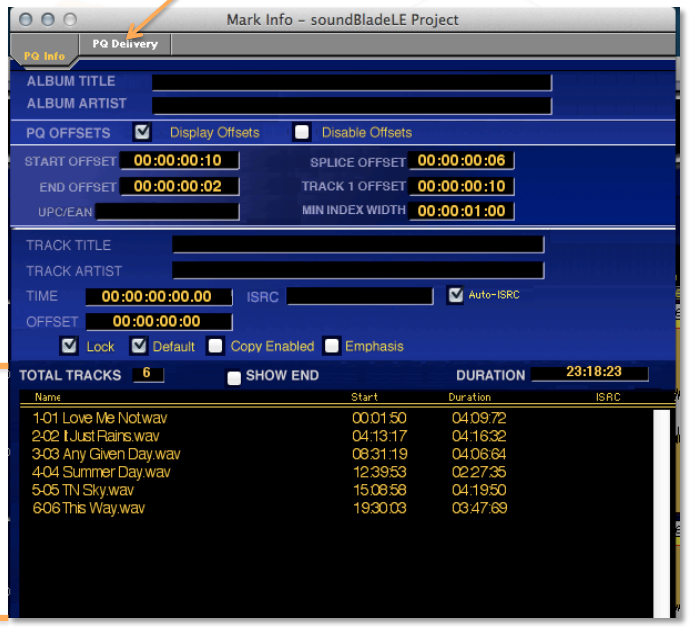
Step 5: Set Up To Deliver

- In the Windows Menu, choose **Mark Info – soundBlade LE Project**
- Select a song in the track list and its title will appear in the **Track Title** window. This is the title that will appear when the song's text is displayed on the player if you want to use CD-TEXT, so change it if you want a different title to display.
- If you wish, you can also add the Album Title and Artist Info here. This information will exported in the PQ Log text file, you'll learn about in the next step.
- Don't change any of the offsets.
- When you're finished entering the information, select the PQ Delivery Tab at the top of the window.

Note: You don't have to change or add any information in this window if you don't want to; it won't affect the outcome of your CD.



PQ Delivery Tab



Track List

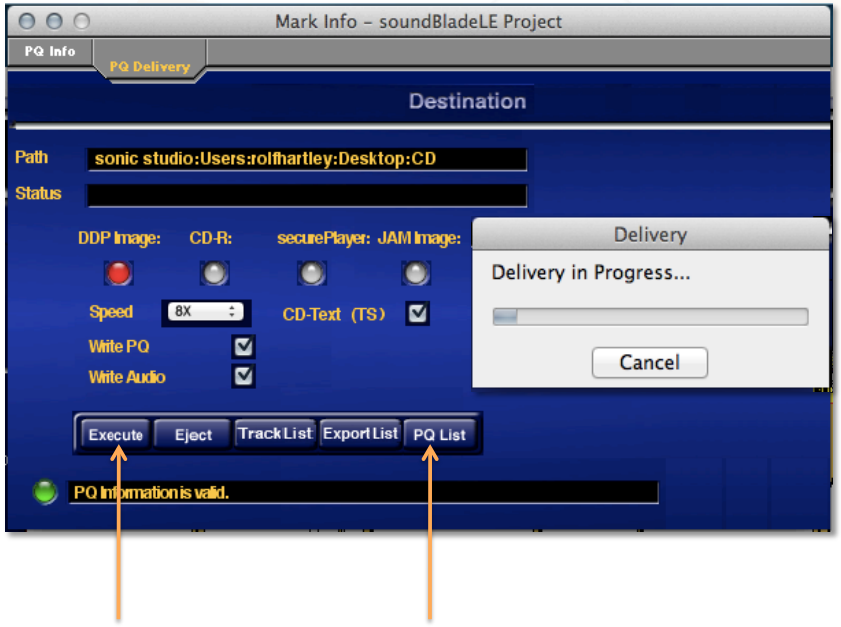
Mark Info Window

Step 6: Deliver The Project

- Choose the type of output you want by selecting either DDP Image, CD-R, securePlayer or JAM Image.
- Select CD-TEXT if you want the name of the song to appear in the player display.
- Hit the **PQ List** button to save the PQ list. This is a text document that can send to both your client and the pressing plant that shows all the info on the PQ list. You can ignore the Export List and Track List buttons for now.
- Hit the **Execute** button once you've selected the output you want.
- If you selected DDP, you'll see a typical dialog enabling you to select the location to save the DDP file set. Choose your location and hit Save, then the delivery will begin.

***Note**:*

- *DDP is the typical choice for sending a finished project to the pressing plant. The output is a set of files that include everything necessary to make the glass master.*
- *CD-R is the choice if you want to make a disc playable reference.*
- *securePlayer creates a DDP and wraps it in self-contained Amarra music player with 128-bit encryption. This is a perfect choice to send to clients as a secure full-resolution reference player because it also provide the client the ability to burn a CD-R directly from the securePlayer application. Requires a Macintosh for playback.*



Click to deliver your project

Exports a text file that includes all the PQ info

For More Information

Please visit Sonic Studio on the Web at www.sonicstudio.com

Technical support: support@sonicstudio.com

Sales: sales@sonicstudio.com

Learn more about soundBlade operations in the User Manual. You can find the manual in the Documentation folder located along with your soundBlade application.

Thank you for choosing soundBlade.

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